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SABRINA THE TEENAGE WITCH and All Related Elements™ Archie Comic Pub./ © 1998 Viacom Prod.

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Patent Pending
PRINTED IN CHINA
96C970921TIG0

FOR AGES 5 AND UP
MODEL 60-021

Sabrina
The Teenage
Witch™



600210001IWTIE-01

ELECTRONIC LCD GAME

TIGER

"IT'S A WHOLE NEW WAY OF LOOKING AT "SPELLING"

You have just turned 16 and you learn the truth. You're a witch! You've got a lot to learn about how to use your powers wisely. But even though you're a witch, you STILL have to go to school. Tough break!

You're the new girl in town at Westbridge High School. You make friends with Valerie, who is trying her best to fit in and just wants to be popular. Harvey the dreamy boy who plays football is a true hunk and he's a terrific guy, too. Too bad he often takes the path of least resistance, a path that leads right past Libby, the cheerleader who thinks you're a freak. Libby and her cheerleader pals, Cee Cee and Jill, try to turn the whole school against you, but they won't succeed.

It's nice to have some support to come home to — and your aunts, Hilda and Zelda, are perfect albeit wacky companions. Your dad is off being a warlock somewhere and you can't see your mom, who is mortal, for two years on account of a witch's spell. If you even look at her, she'll turn to stone. Even your cat, Salem, is

pretty cool. He was a warlock like your father, but got turned into a cat when his plans for world conquest failed.

Now it's time for the big school dance. Libby is doubly jealous of you. First off, you're going as Harvey's date, and she considers him to be her territory. Secondly, she thought she had Homecoming Queen all sewn up, after all, she's the head cheerleader. But since you arrived in town, the balance of power seems to be shifting.

A school is full of adventure — even on the nights of a big dance. There are plenty of opportunities to get caught in a food fight and even go on a scavenger hunt!

Libby tries to do everything she can to embarrass you. You've got to get through the dance without seeming like a geek or a freak. You've also got to build up Harvey's confidence. Harvey doesn't think he can dance — but with your help, you guys are definitely Homecoming King and Queen material.

Of course, being a witch has advantages, too. You can turn people you don't like into frogs and pineapples! Watch out for that party animal, Salem, to crash the party, and cause some additional havoc of his own!

“YOU MEAN I’M A WITCH AND I *STILL* HAVE TO GO TO SCHOOL?”

You always play as Sabrina, trying to triumph against the sometimes seemingly impossible challenges of surviving high school. Making matters worse, you are trying to become a full-fledged witch — and the Witches’ Council has decided to play some top-turvy tricks against you at school. And why should the Witches Council care? They’re not particularly fond of mortals anyway!

Your objective is to get through the 4 stages of the School Dance without allowing Libby or the Witches’ Council making you look silly. If you can score enough points, you and Harvey will be crowned Homecoming King and Queen.

You Win the game if you and Harvey are crowned homecoming Queen and King!



“WHOEVER SAID BEING A TEENAGER IS JUST A STAGE OF LIFE?”

STAGE 1: TIME TO DANCE

Harvey doesn’t have much confidence when it comes to dancing. So it’s hard enough to get him to dance with you. But if HE ONLY KNEW that the Witches’ Council was going to make things REALLY DIFFICULT for you, then he’d REALLY have his doubts! When Harvey appears you’ve got to dance immediately to his left. Then dance immediately to his right. You have to dance left and right in proper order to score points!

But that’s just regular dancing. The Witches’ Council wants to see how you react under pressure. They’re going to shrink you down to the size of a bug. When you’re the size of a bug, you can’t let Harvey see you! So when he looks left — jump up and stand on his right shoulder! When he looks right — jump up and stand on his left shoulder! When you’re bug-size, you can also jump on Salem’s back and go for a ride! For as long as you’re on Salem’s back, you can use your “◀” and “▶” buttons to move Salem left and right — and score extra points each time Salem moves with you on his back!

When you're full size, Libby wants to trip you up. She's gotten a bunch of oranges from the school cafeteria, and so she, Cee Cee and Jill are rolling the oranges at your feet. You've got to jump over the rolling oranges. If you don't jump up in time, the oranges will roll right into you and you will be hit!

Since they seem to like fruit so much, point your finger at them, and change them into pineapples! The spell wears off in a few seconds, so keep finger-pointing them! Don't hit Valerie with a spell by mistake or else you lose points.

When Salem appears, pick him up to keep him out of trouble!

STAGE 2: FOOD FIGHT

Harvey doesn't exactly like dancing. Not yet anyhow. He needs a little more confidence. His football coach says he needs a little extra weight — so Harvey likes to snack. You and he are sitting out a few dances and have gone to the cafeteria. Libby, Cee Cee and Jill are tracking your every move and so they're in the cafeteria, too. Your cat, Salem, has crashed the dance. He can't dance, but he sure can eat, so the cafeteria is the place for him!

The stage begins with Salem rushing across the cafeteria. Salem loves a good rumble and has started a food fight. How well can

you throw food? It's time to find out! Pick up peanut butter sandwiches and throw them. You score points for hitting Libby, Cee Cee, and Jill. But be careful. Your friend, Valerie, is in the cafeteria, too. If you hit Valerie with a sandwich by mistake, you lose points! When Mr. Kraft, the school vice principal, tries to restore order, point your finger at him and send him back to the dance floor! Send him back as often as he appears — because he won't remember a thing!

You can also pick up Salem to score more points!

STAGE 3: SCAVENGER HUNT

As part of the dance, there is a scavenger hunt which takes you through the halls of the schools into the various classrooms. You're looking for a BEAKER, a RULER, a GLOBE, a LEAF, and a CHALKBOARD ERASER.

Libby is out to sabotage you, of course. She's such a toad! So when you point your finger at her, you'll cast a spell to change her into a frog! Your spells never last long, so you can turn her into a frog lots of times! Don't hit Valerie by mistake when casting a spell, or you lose points.

While on the scavenger hunt, watch out for falling books! When

books come at you in the air, point a finger at them and change them into birds!

Also remember to pick up Salem!

STAGE 4: THE CROWNING MOMENT

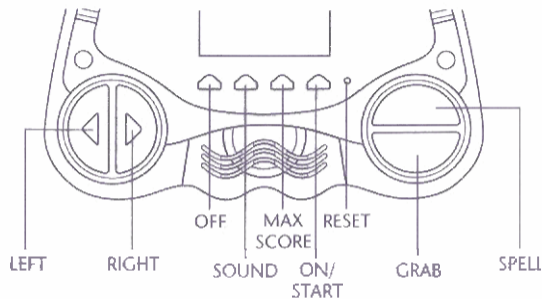
You're back on the dance floor. Dancing with Harvey. Build his confidence by moving to his left and right alongside him — so you're close to him — but not where he can step on your feet! Turn Cee Cee, Jill, and Libby into both pineapples AND toads! But don't hit Valerie with a spell by mistake, or else you lose points!

Continue to jump over the rolling oranges. But they come much faster this stage! When Mr. Kraft comes onto the dance floor, point your finger at him, and your Aunt Hilda will appear and automatically dance with him!

Remember to pick up Salem.

At the end of the stage, if you've scored enough points, then you and Harvey will receive crowns — for being the Homecoming Queen and King and you WIN the game!

"LIFE IS A GAME"



- ON/START — to turn on the unit.
— to start each stage.
- MAX SCORE — to check the max score during the pause between stages.
- SOUND — to control sound: on or off.
(Witches can do that, too.)

- OFF** — to turn off the unit.
(The unit also shuts off automatically after 3 minutes of no play.)
- "◀"** — to move left.
— to dance left.
— to throw sandwiches left.
- "▶"** — to move right.
— to dance right.
— to throw sandwiches right.
- SPELL** — to cast a spell.
- GRAB** — to grab Salem.
— to grab sandwiches to throw.
— to pick up items from the scavenger hunt.
- RESET** — to reset the game if your unit malfunctions.

Press the ON/START button to turn on the unit.

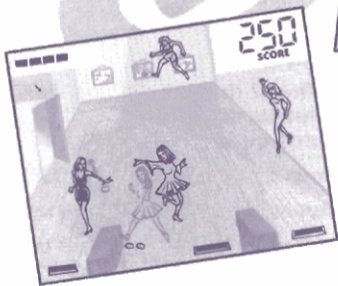
Press the ON/START button to see the "Game Start" animation.
You'll see **MAGICAL, SPARKLING STARS** dancing across the screen!

You always play as Sabrina. Use your control buttons to help you:

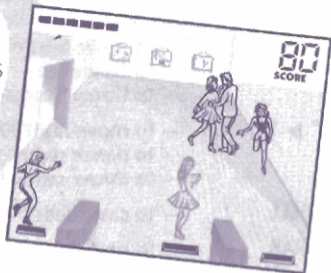
- "◀"** — to move left.
— to dance left.
— to throw sandwiches left.
- "▶"** — to move right.
— to dance right.
— to throw sandwiches right.
- SPELL** — to cast spells.
- GRAB** — to grab Salem.
— to grab sandwiches to throw.
— to pick up scavenger items.



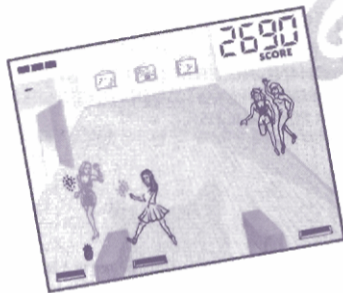
WHEN HARVEY APPEARS, USE YOUR LEFT AND RIGHT BUTTONS TO DANCE WITH HIM!



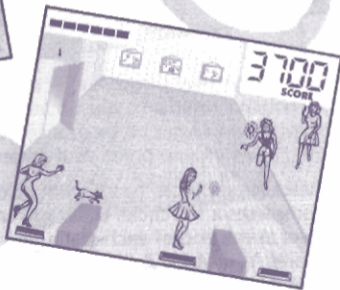
DON'T LOOK LIKE A GEEK BY GETTING HIT BY ROLLING ORANGES!

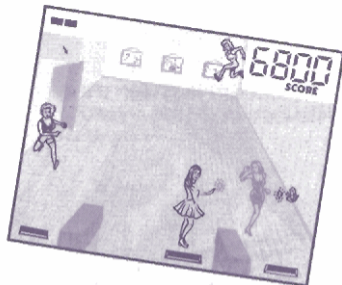


CHANGE LIBBY AND HER FRIENDS INTO PINEAPPLES!



DON'T HIT VALERIE WITH A SPELL BY MISTAKE!





CHANGING LIBBY INTO A FROG IS ALWAYS GOOD FOR A FEW LAUGHS!

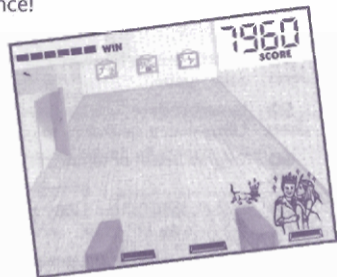
You always play through all 4 stages of the game. Your energy bar is reduced whenever you do something geeky, like get your feet stepped on or get hit by oranges or something. You also lose energy when you point your finger to perform a spell.

Every school room has a school clock on the wall. When the clock completes a full circle, the stage ends. The higher your energy level at the end of each stage, the more BONUS POINTS you'll score! Your Aunt Zelda is helping to chaperone the Dance. When you see Aunt Zelda, she'll toss you a glowing star. Move directly into the path of the glowing star and your energy will be restored to full!

The game pauses as you complete each stage. Press the ON/START button to begin each new stage.

Press the OFF button to turn off the unit when you're done playing. But don't worry if you forget — the unit will shut off automatically after 3 minutes — witches can do that!

Good luck — and enjoy the Dance!



THE HOMECOMING KING AND QUEEN!

GET THE POINT!

- 20 points** for every energy bar left at the end of each stage, to dance to Harvey's left or right, to move to left or right so that Harvey's can't see you when you are in tiny size, to pick up sandwiches.
- 30 points** to dodge rolling oranges, to cast a spell to send Mr. Kraft out of the cafeteria.
- 40 points** to cast spell to turn Cee Cee and Jill into pineapples, to grab beaker, ruler, globe.
- 50 points** to cast spell to turn Libby into a pineapple, to hit Cee Cee, Jill or Libby with a sandwich, to grab leaf and chalkboard eraser.
- 60 points** to grab Salem or to ride on his back.
- 100 points** to cast spell to turn Libby into a frog or to cast spell to have Hilda dance with Mr. Kraft.
- 500 bonus points** to be crowned homecoming Queen (Harvey is crowned homecoming King).

You will also LOSE 50 POINTS each time you accidentally cast a spell and Valerie is in the way of your spell.

Inserting the batteries

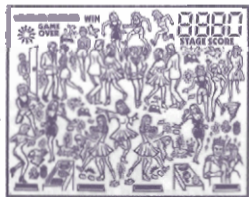
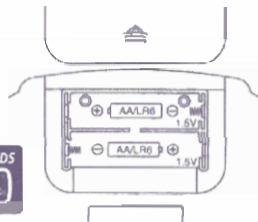
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA"/LR6 batteries (not included), making sure to align "+" and "-" as shown.

TO ENSURE PROPER FUNCTION

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable)
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

RESET BUTTON:

After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC, LTD. REPAIR CENTER
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$10. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR